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FIG. 1

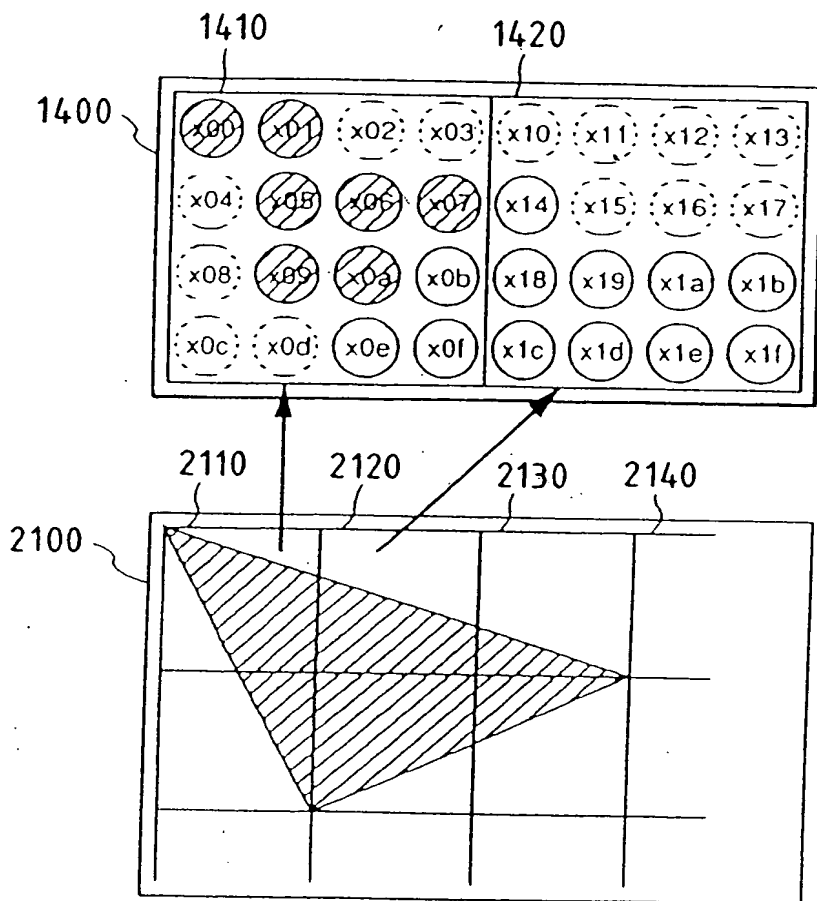


FIG. 2

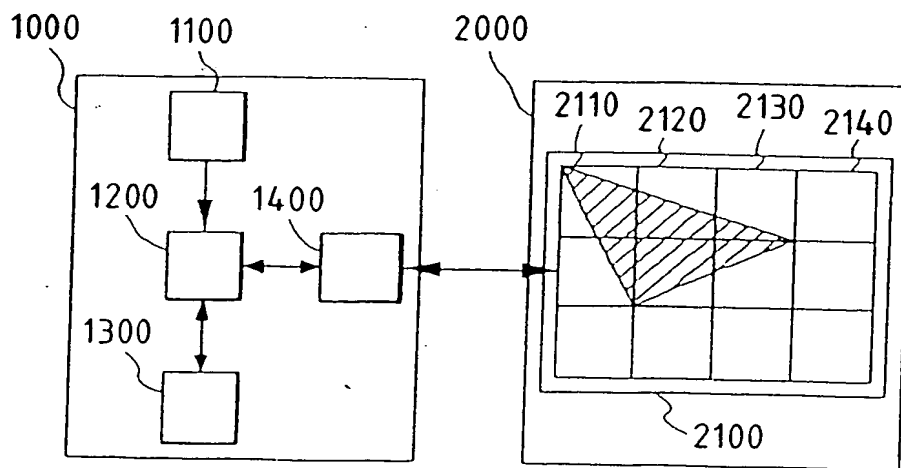


FIG. 3

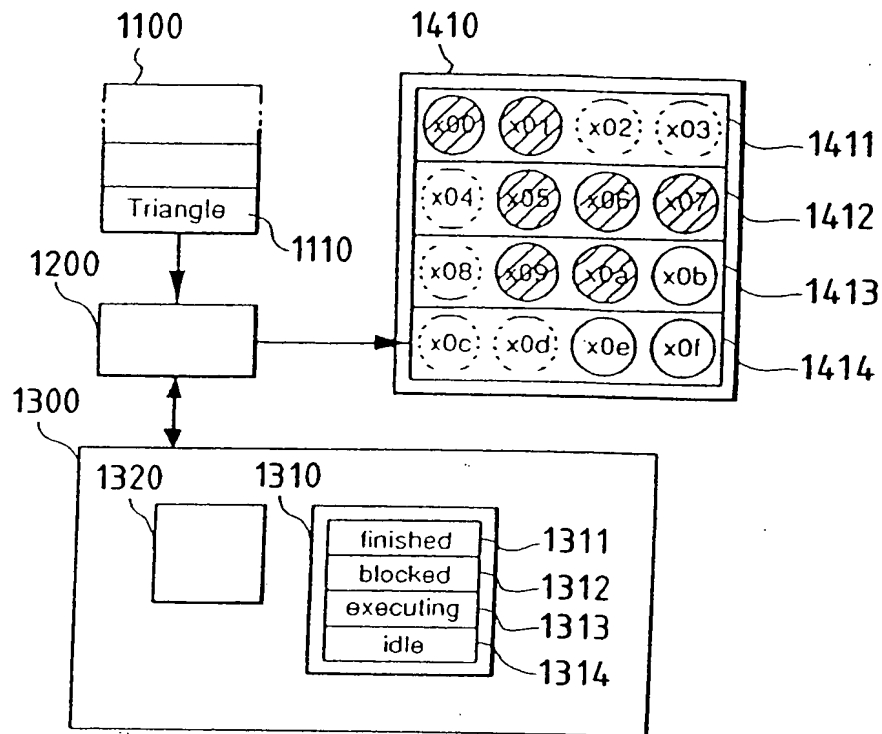


FIG. 4

1320	Xs, Ys, Zs, Rs, Gs, Bs, Y $\Delta Xy, \Delta Zy, \Delta Ry, \Delta Gy, \Delta By$ $\Delta Zx, \Delta Rx, \Delta Gx, \Delta Bx$						
------	--	--	--	--	--	--	--

1310	X	Y	Z	R	G	B	Flag
1311	1	0	1	1	2	1	111
1312	3	1	4	2	5	5	110
1313	2	2	4	0	2	6	101
1314	?	3	?	?	?	?	000

Flag  
 000 ... idle  
 100 ... waiting  
 101 ... executing  
 110 ... blocked  
 111 ... finished

FIG. 5

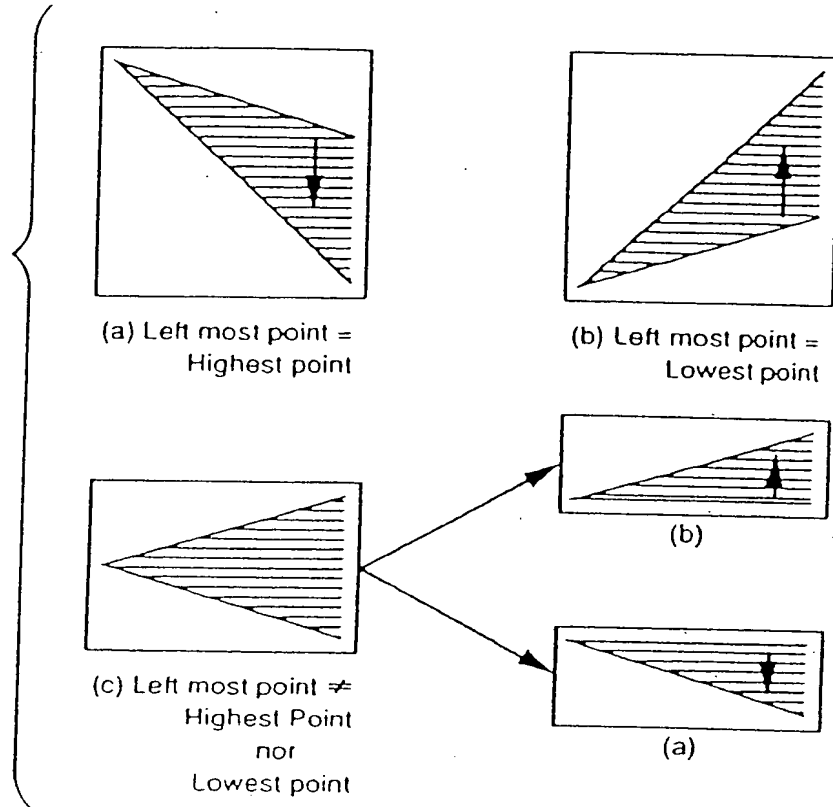
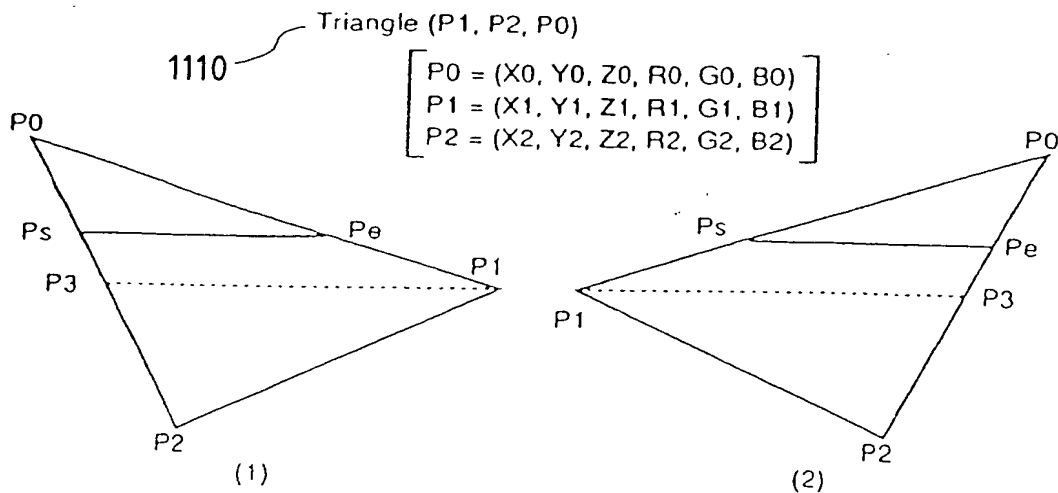


FIG. 6



Triangle (P1, P2, P0)  $\rightarrow$  Triangle (P0, P3, P1) and Triangle (P1, P3, P2)

$$P3 = P0 + (Y1 - Y0) / (Y2 - Y0) \cdot (P2 - P0)$$

FIG. 7

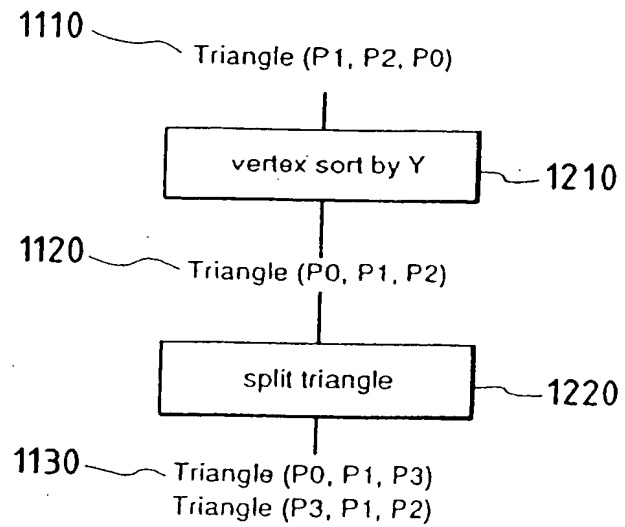


FIG. 8

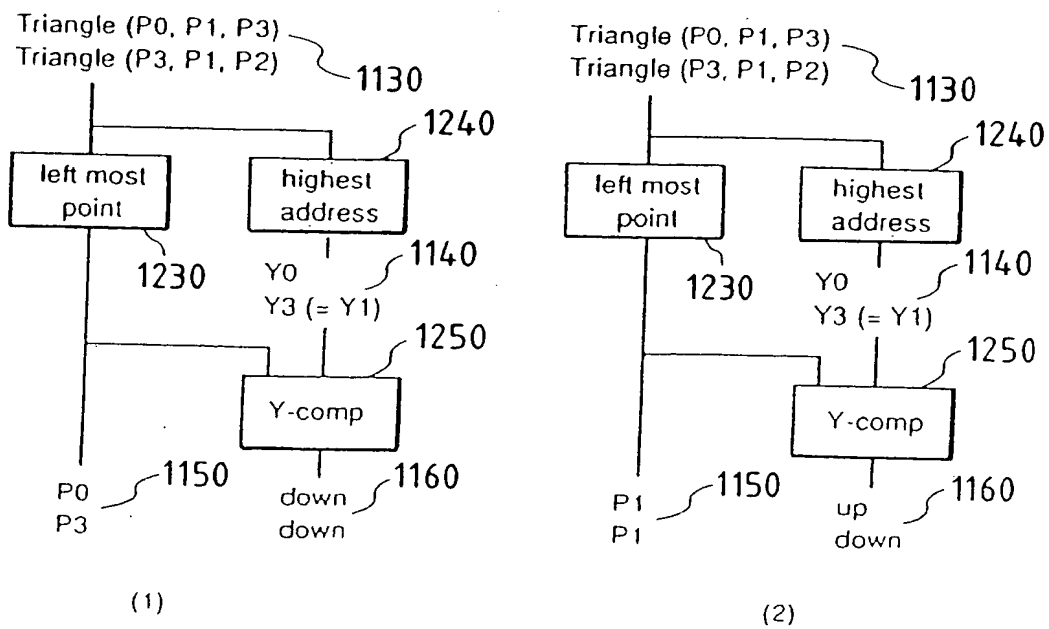


FIG. 9

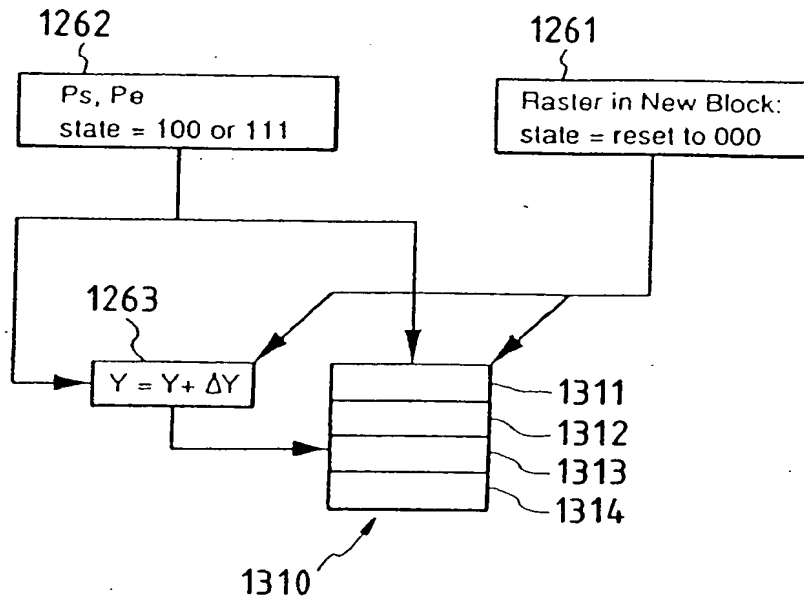


FIG. 10

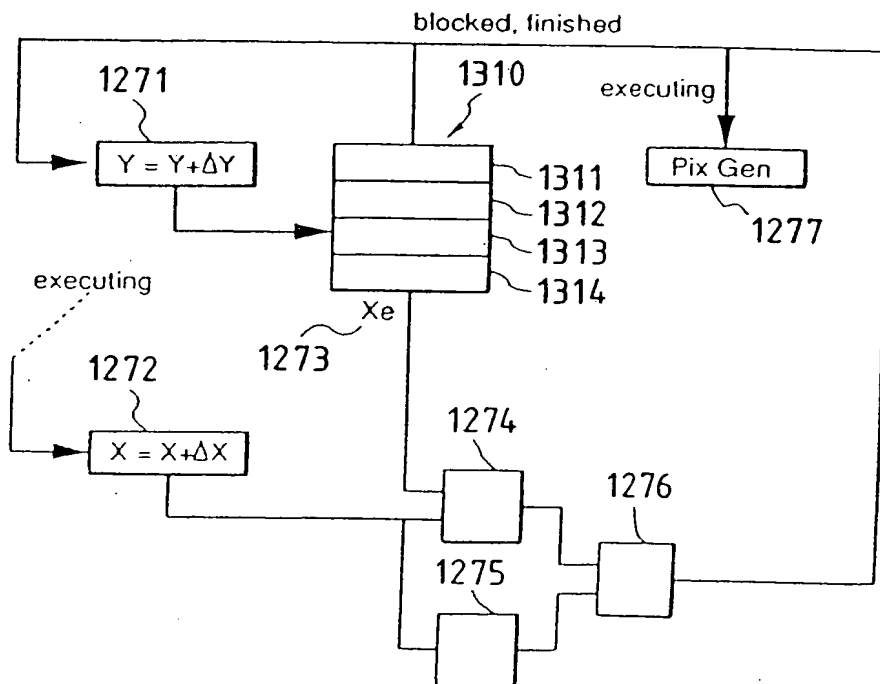


FIG. 11

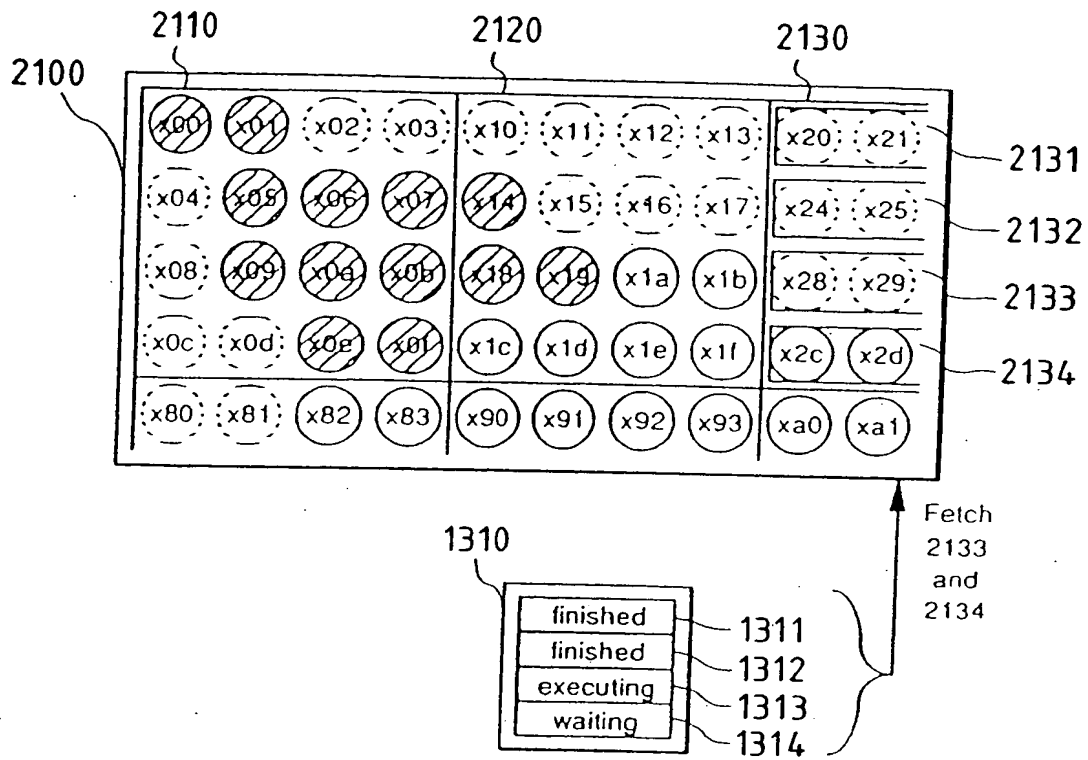


FIG. 12

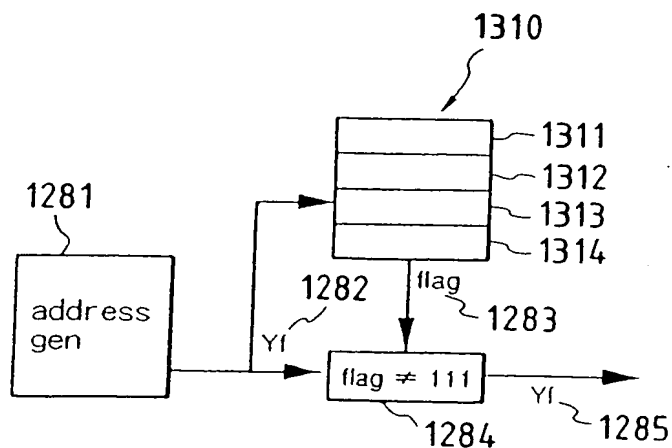


FIG. 13

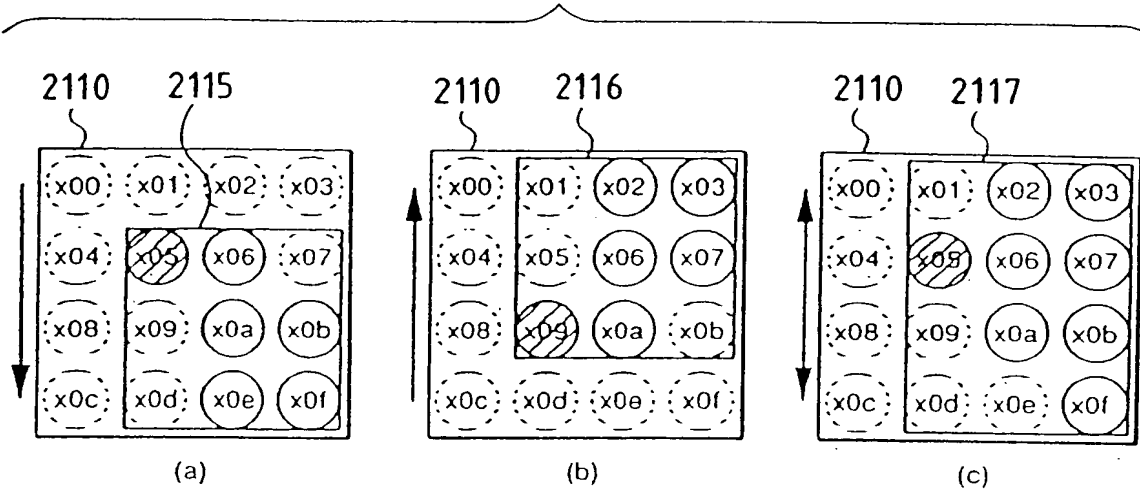


FIG. 14

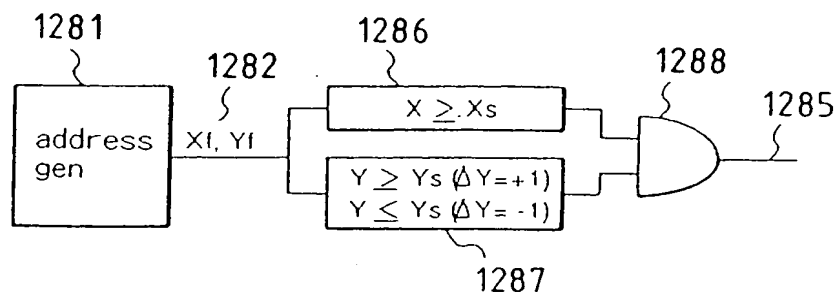
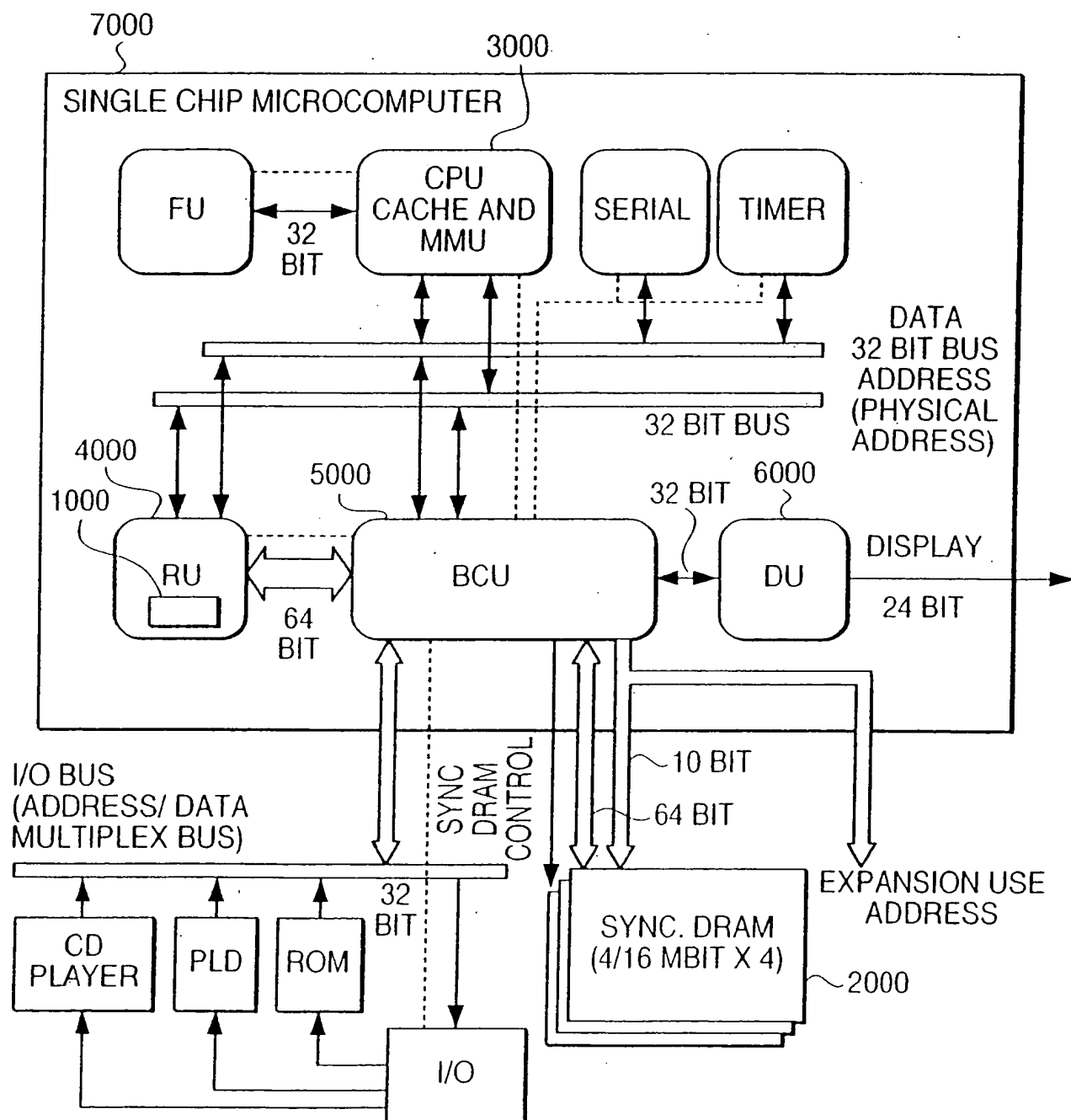


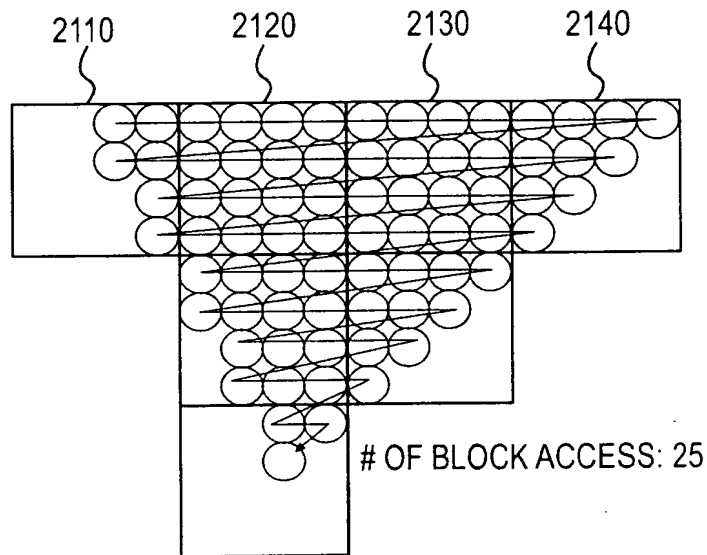
FIG. 15





*FIG. 16*

(PRIOR ART)



*FIG. 17*

(PRIOR ART)

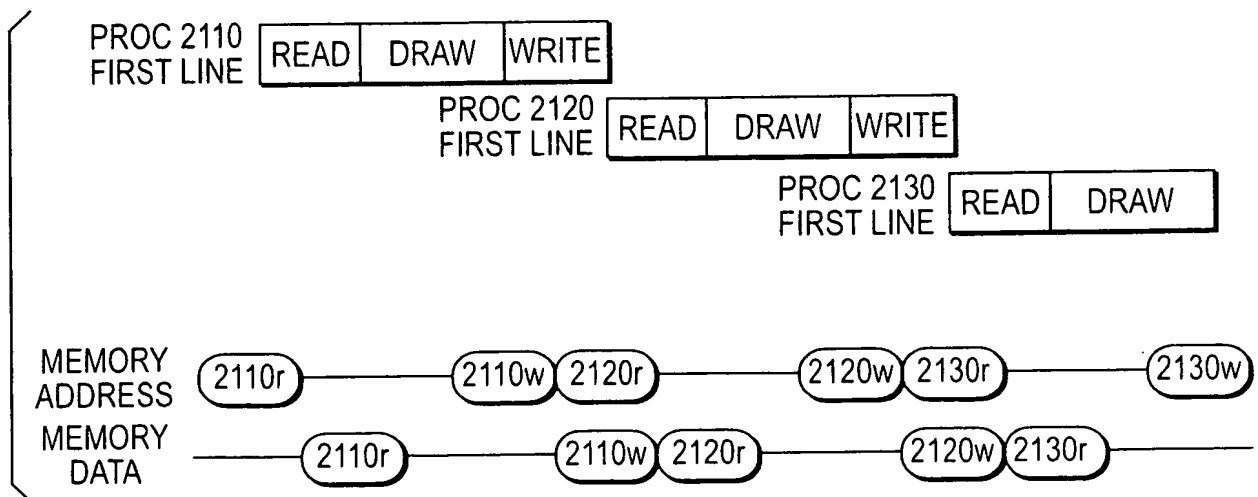


FIG. 18

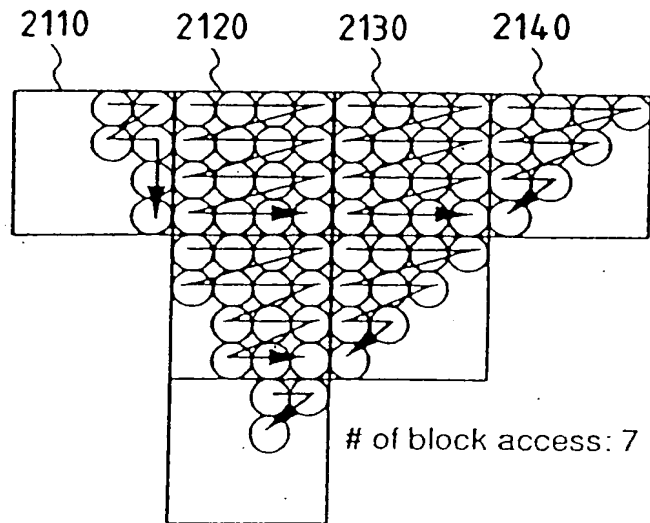


FIG. 19

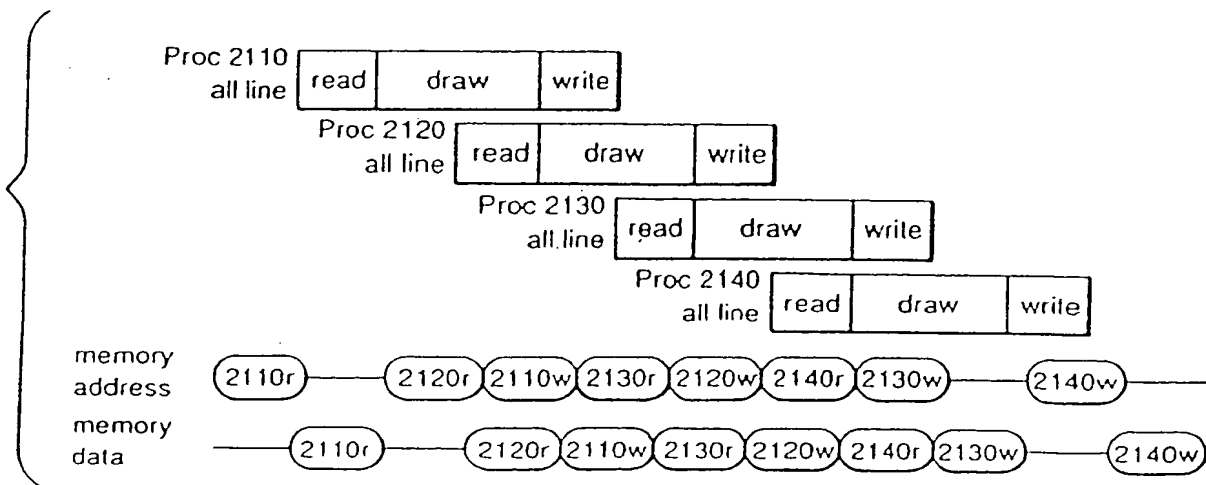


FIG. 20

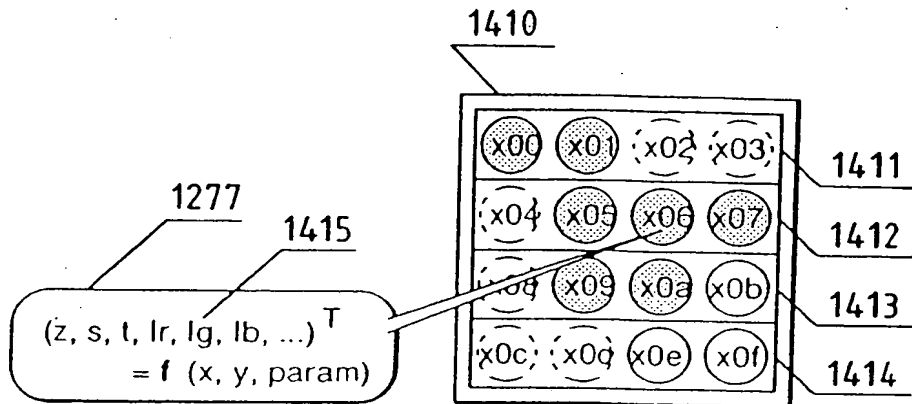


FIG. 21

1320	param, current block, pivot block, direction, next pivot			
1310	Xs	Xe	Lflag	Rflag
1311	x00	x01	111	111
1312	x05	x14	111	110
1313	x09	x18	111	101
1314	?	?	000	000

Flag

000 ... idle

100 ... waiting

101 ... executing

110 ... blocked

111 ... finished

FIG. 22

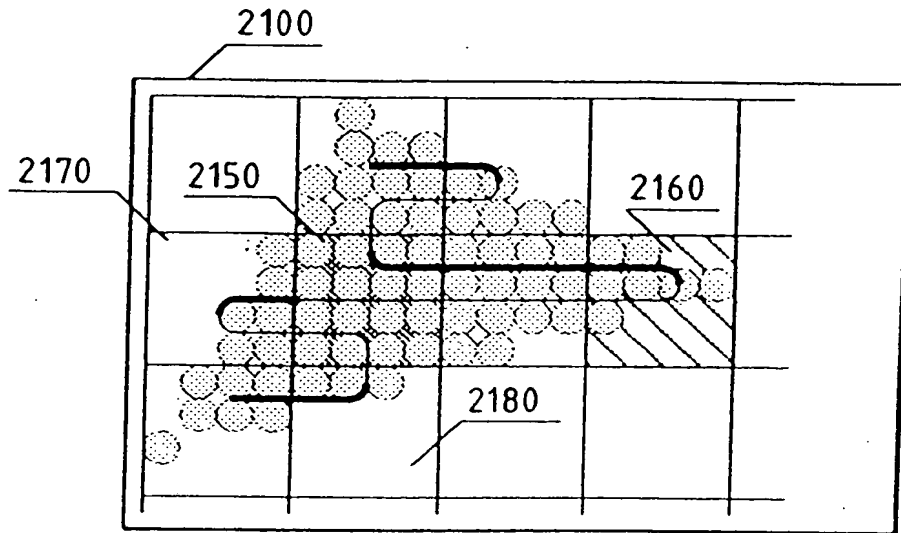


FIG. 23

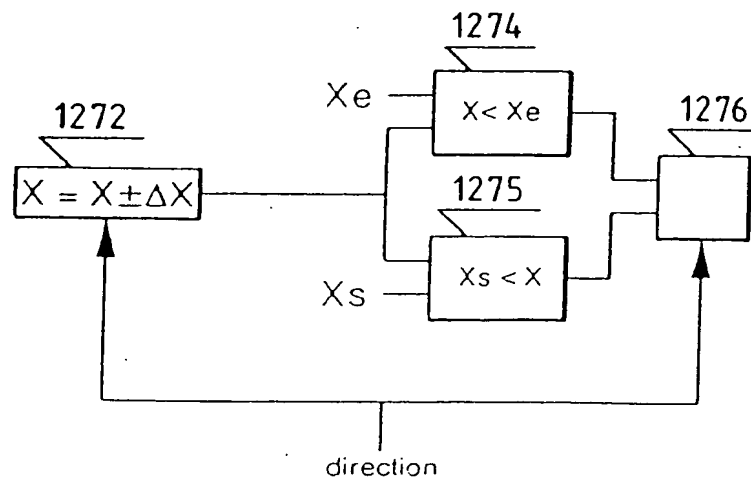


FIG. 24

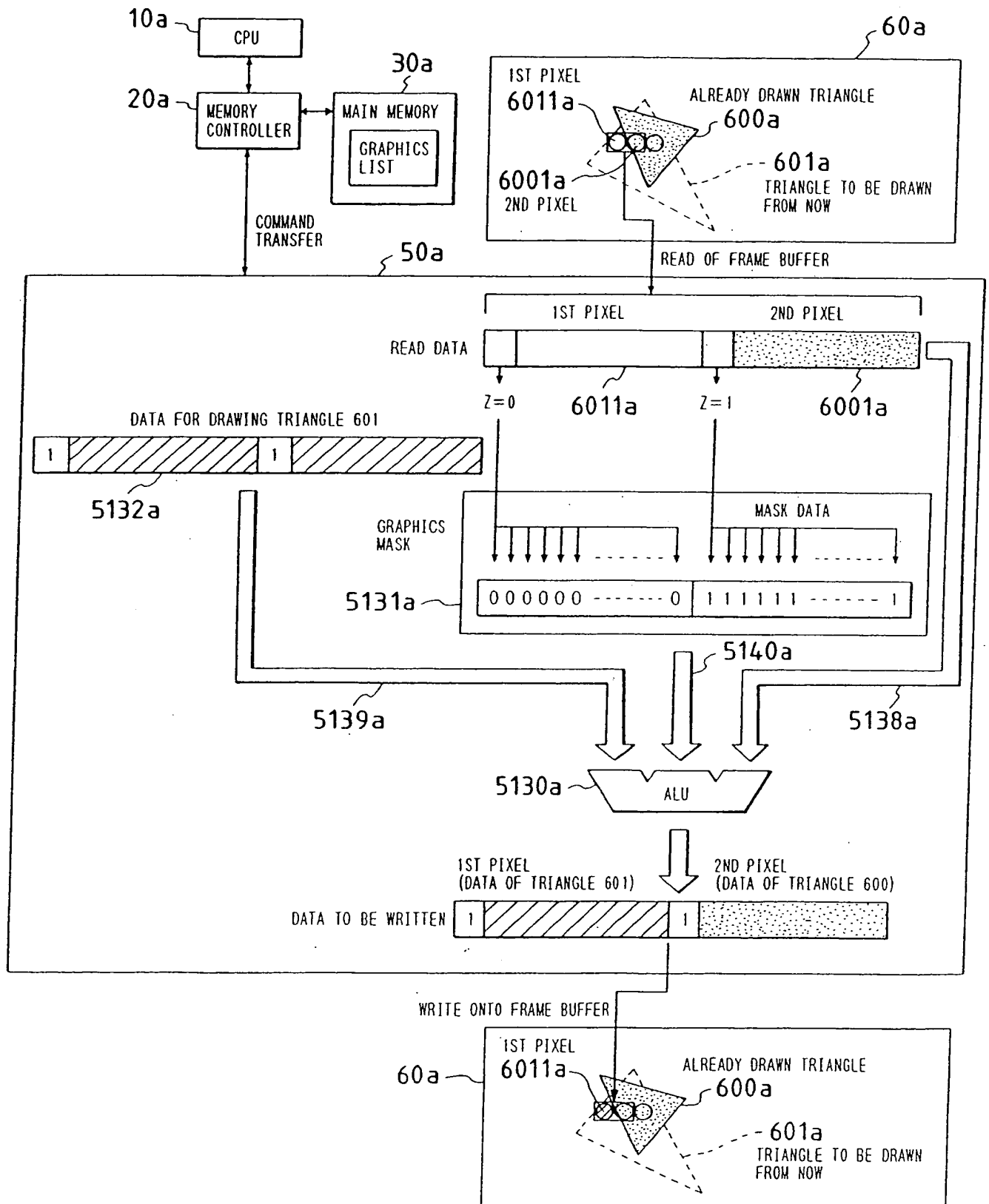


FIG. 25

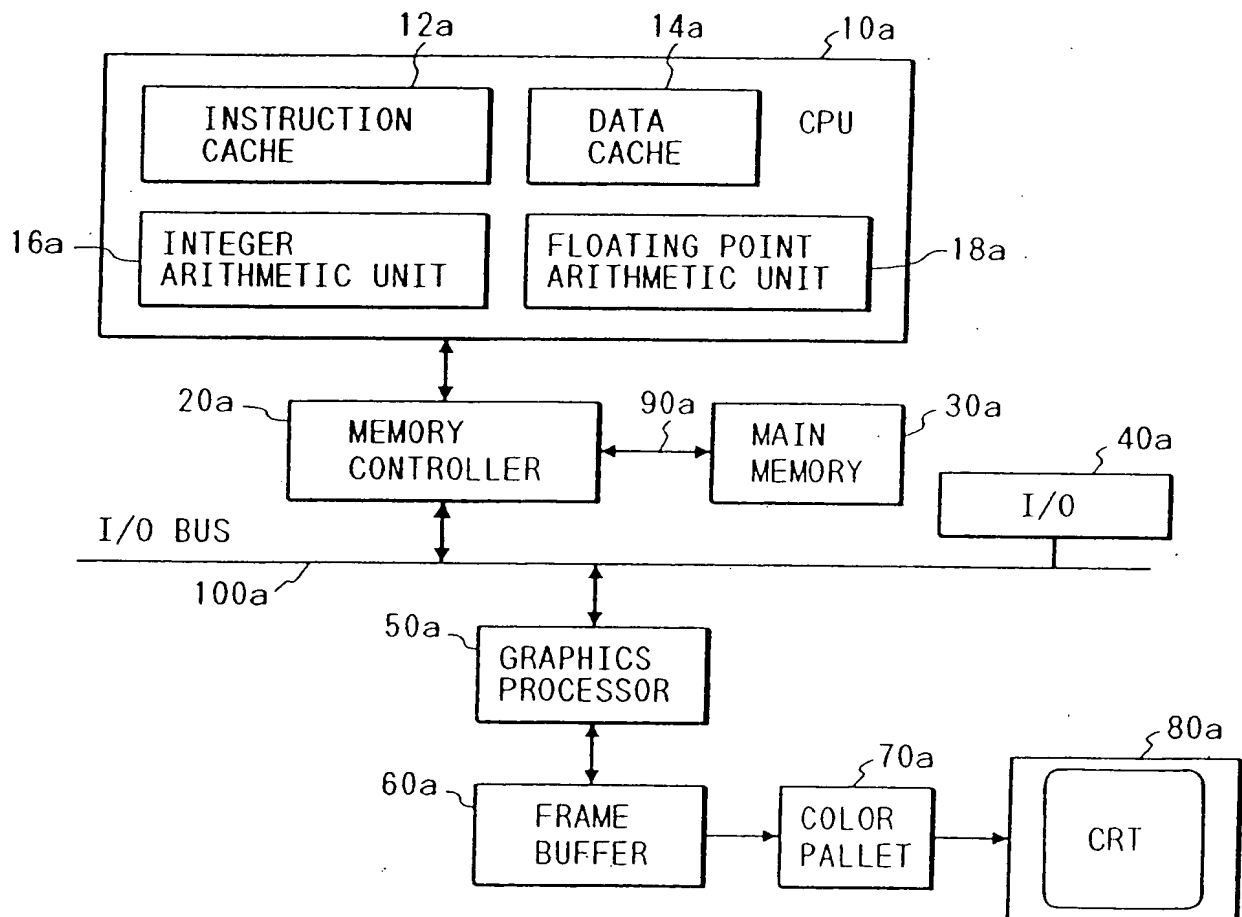


FIG. 26

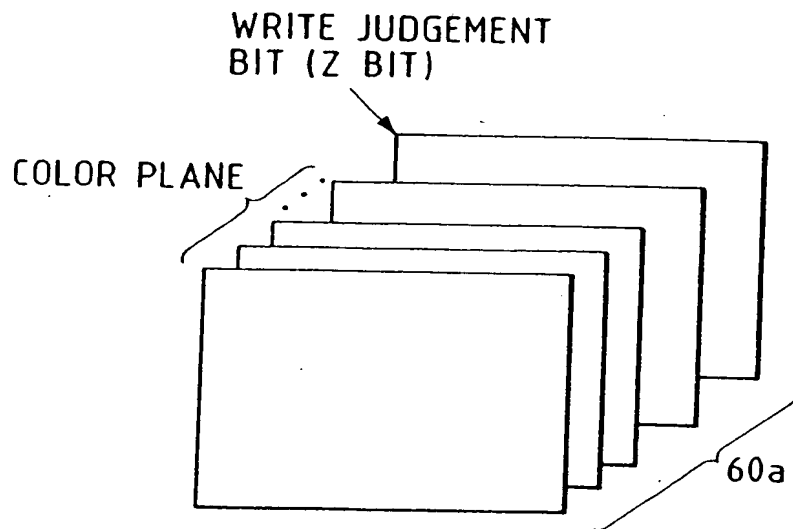


FIG. 27

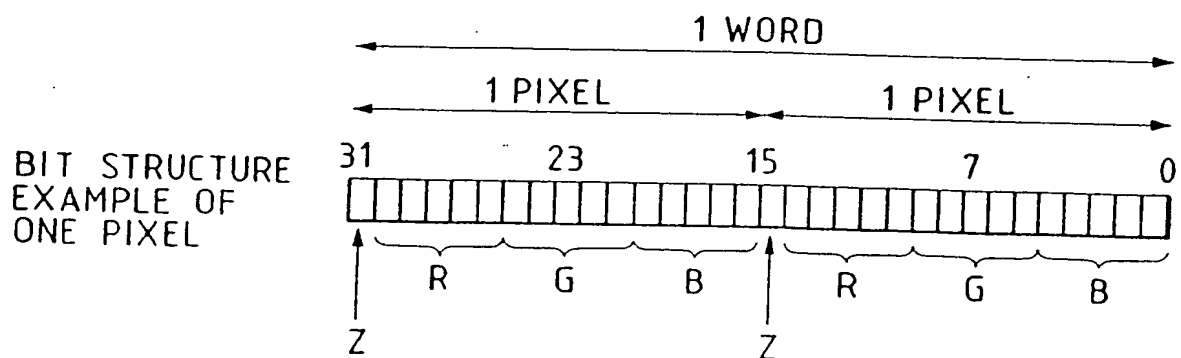


FIG. 28

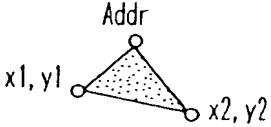
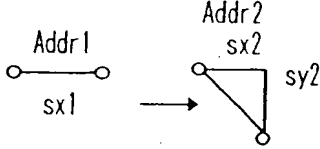
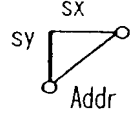
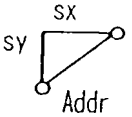
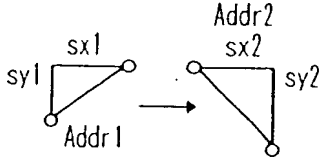
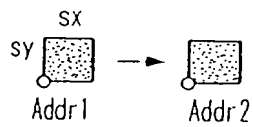
COMMAND	OPERATION CONTENTS	
3D TRIANGLE DRAW USED FOR DRAWING POLYGON WITH GOURAUD SHADING	TRIAGL Addr, x1, y1 x2, y2, p, dpx, dpy 	Addr: MEMORY ADDRESS OF DRAW STARTING POINT x1, y1: RELATIVE COORDINATE APEX FROM Addr x2, y2: RELATIVE COORDINATE APEX FROM Addr p: DRAW DATA OF DRAW STARTING POINT dpx: VARIED COMPONENT OF 1 DOT IN X DIRECTION dpy: VARIED COMPONENT OF 1 DOT IN Y DIRECTION
3D STRAIGHT LINE COPY USED FOR DRAWING POLYGON WITH TEXTURE MAPPING	CPLINE3 Addr1, sx1, Addr2, sx2, Sy2 	Addr1: MEMORY ADDRESS OF REFERENCE START POINT sx1: X DIRECTION DOT NUMBER OF REFERENCE LINE Addr2: MEMORY ADDRESS OF DRAW STARTING POINT sx2: X DIRECTION DOT NUMBER OF DRAW LINE sy2: Y DIRECTION DOT NUMBER OF DRAW LINE
3D STRAIGHT LINE DRAW	LINE3 Addr, sx, sy, p, dp 	Addr: MEMORY ADDRESS OF DRAW STARTING POINT sx: X DIRECTION DOT NUMBER OF DRAW LINE sy: Y DIRECTION DOT NUMBER OF DRAW LINE p: DRAW DATA OF DRAW STARTING POINT dp: DRAW DATA VARIED COMPONENT OF 1 DOT
2D STRAIGHT LINE DRAW	LINE2 Addr, sx, sy, p 	Addr: MEMORY ADDRESS OF DRAW STARTING POINT sx: X DIRECTION DOT NUMBER OF DRAW LINE sy: Y DIRECTION DOT NUMBER OF DRAW LINE p: DRAW DATA OF DRAW STARTING POINT
2D STRAIGHT LINE COPY WITH ENLARGEMENT, REDUCTION AND ROTATION	CPLINE3 Addr1, sx1, sy1, Addr2, sx2, Sy2 	Addr1: MEMORY ADDRESS OF REFERENCE START POINT sx1: X DIRECTION DOT NUMBER OF REFERENCE LINE sy1: Y DIRECTION DOT NUMBER OF REFERENCE LINE Addr2: MEMORY ADDRESS OF DRAW STARTING POINT sx2: X DIRECTION DOT NUMBER OF DRAW LINE sy2: Y DIRECTION DOT NUMBER OF DRAW LINE
BitBLT	BITBLT Addr1, sx, sy, Addr2 	Addr1: MEMORY ADDRESS OF REFERENCE START POINT sx: X DIRECTION DOT NUMBER OF REFERENCE LINE sy: Y DIRECTION DOT NUMBER OF REFERENCE LINE Addr2: MEMORY ADDRESS OF DRAW STARTING POINT



FIG. 29

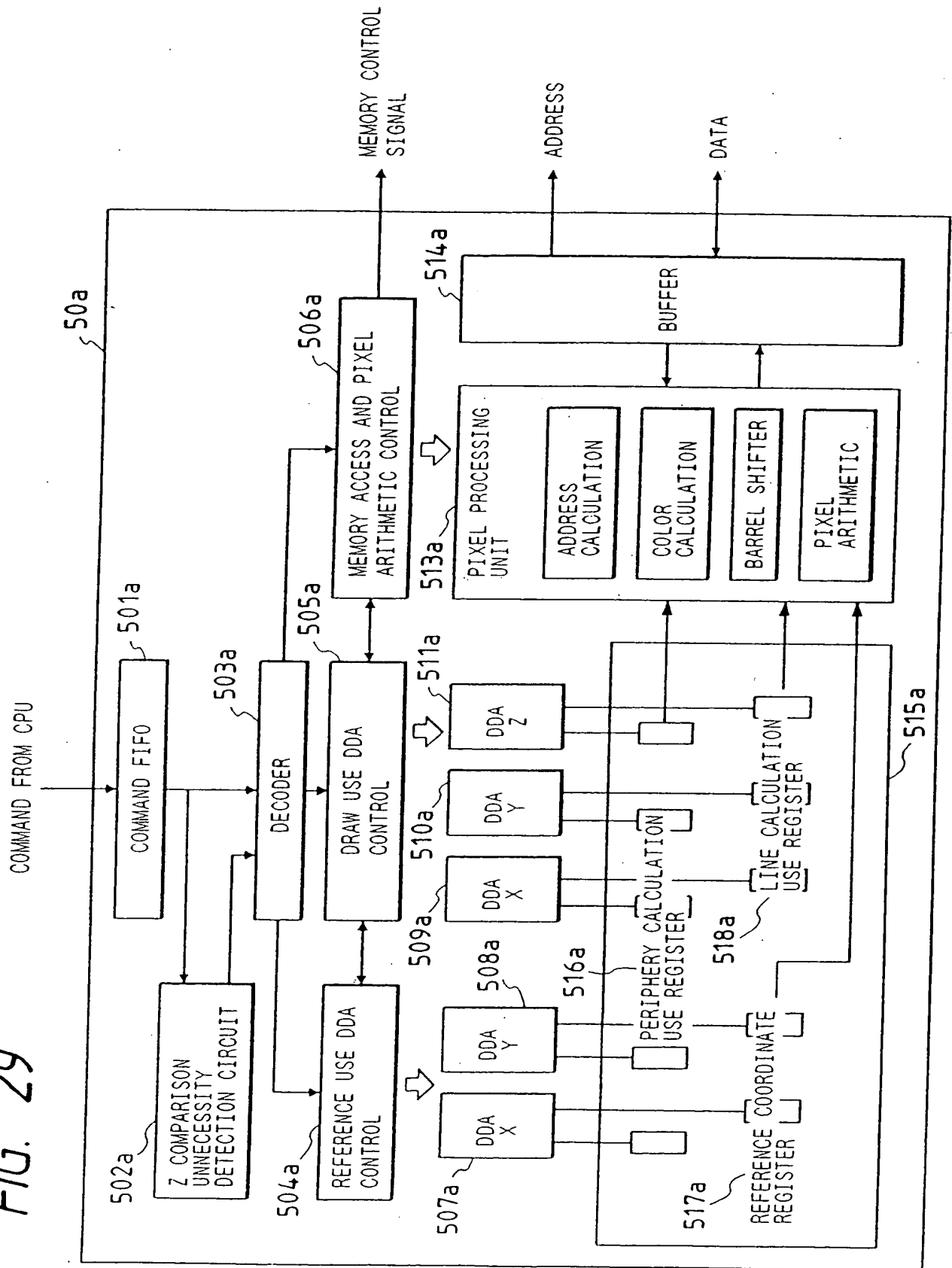


FIG. 30

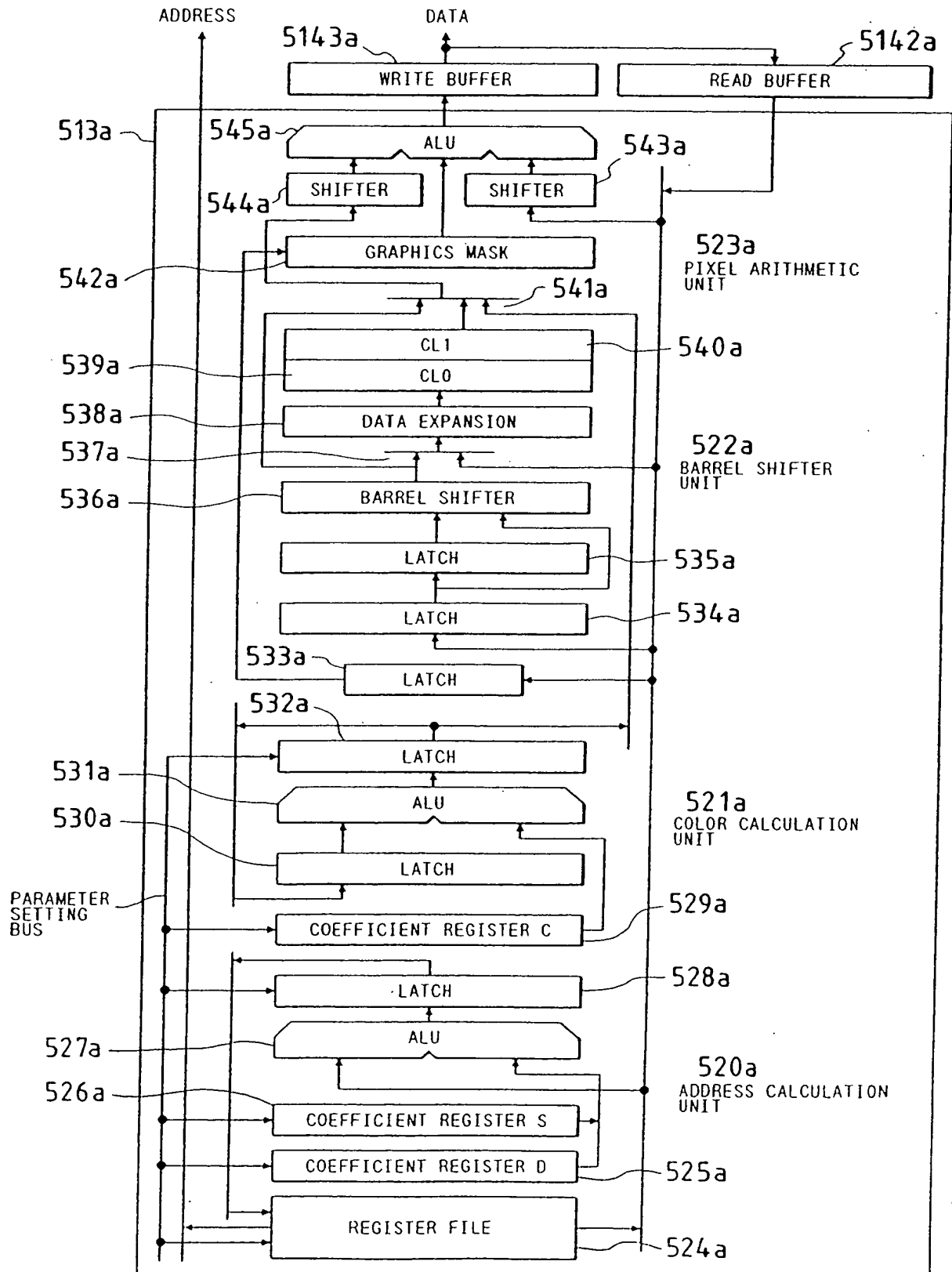


FIG. 31

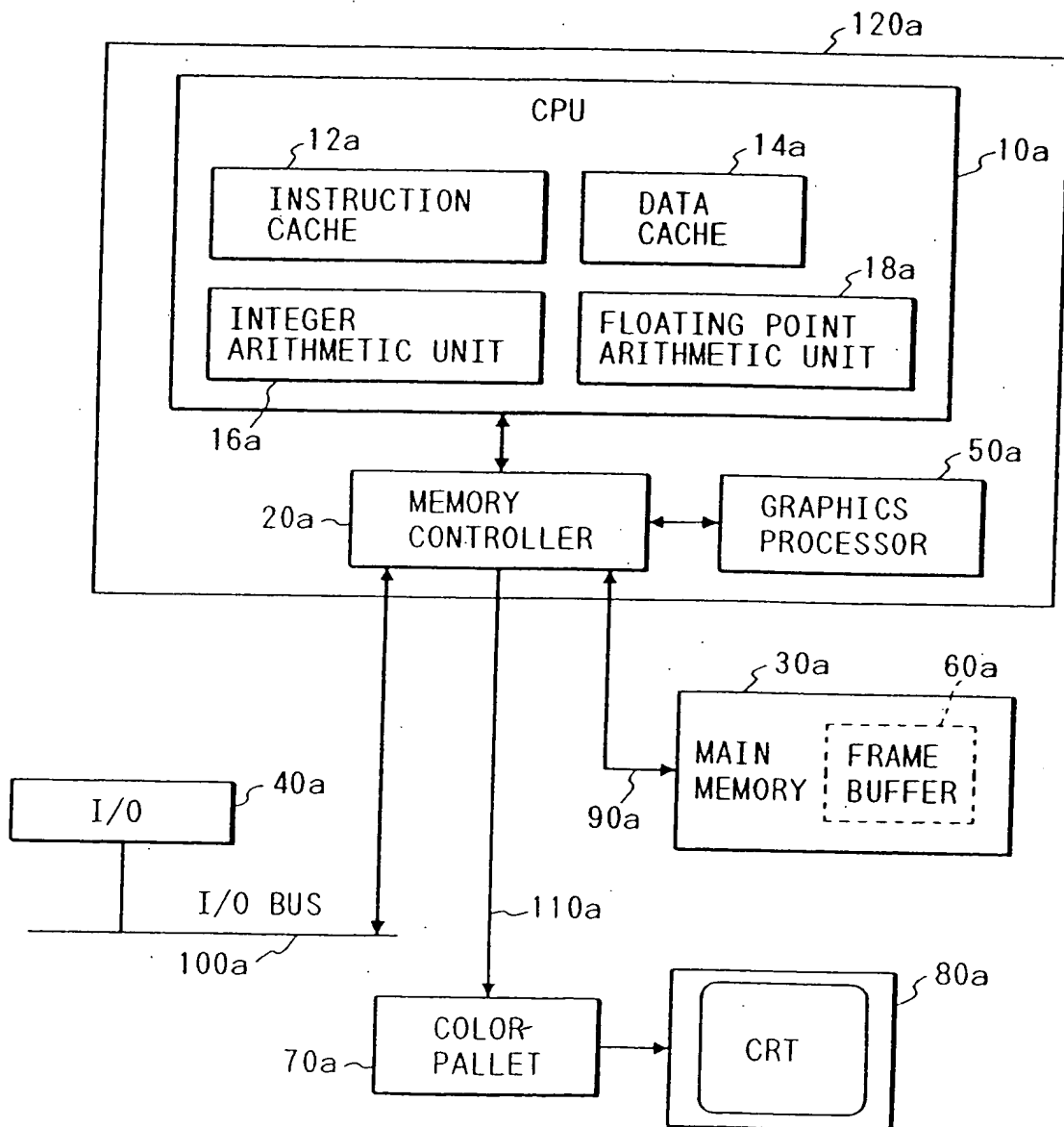


FIG. 32

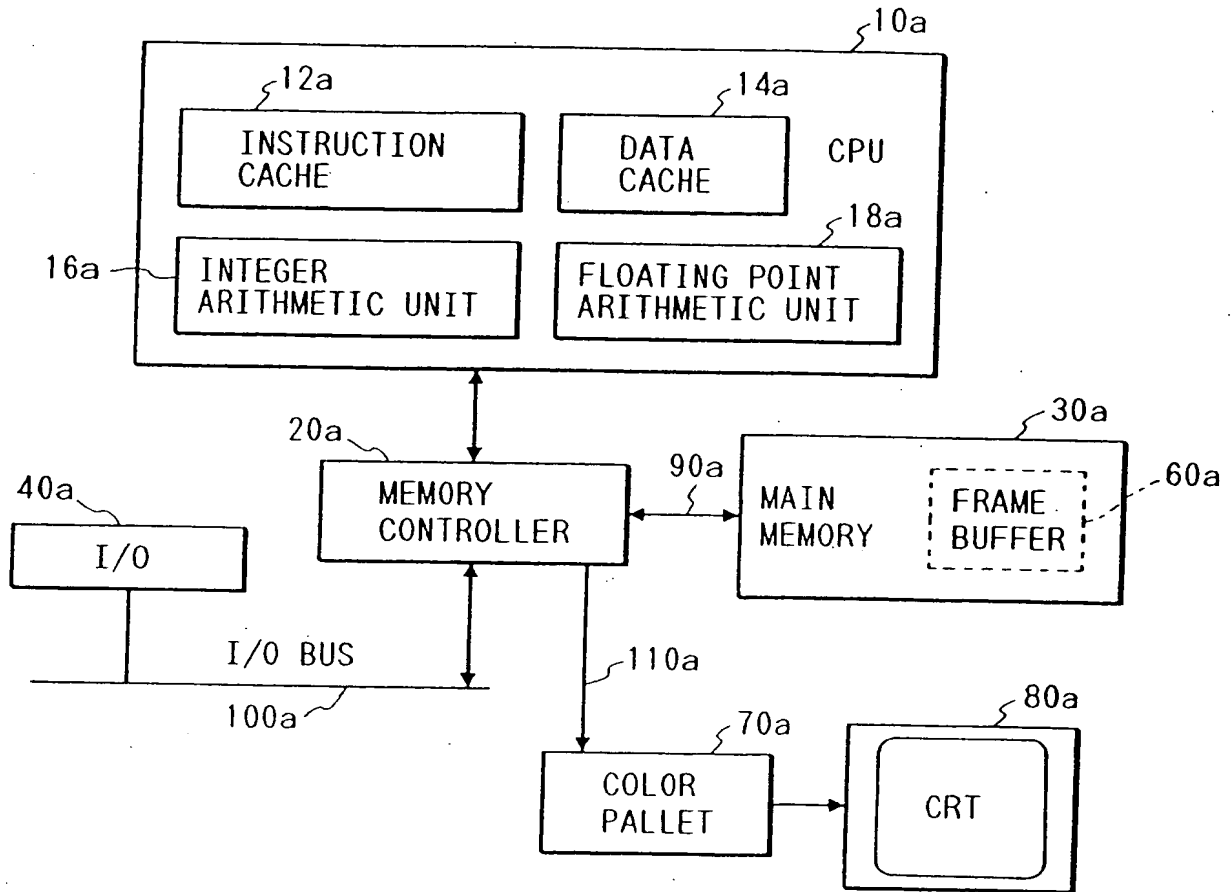


FIG. 33

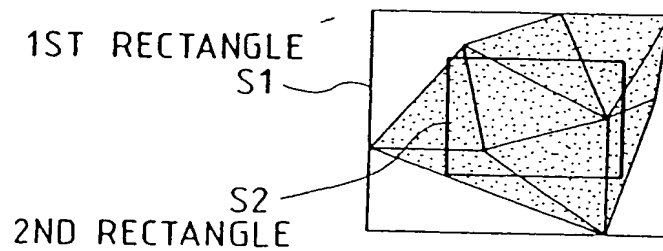


FIG. 34

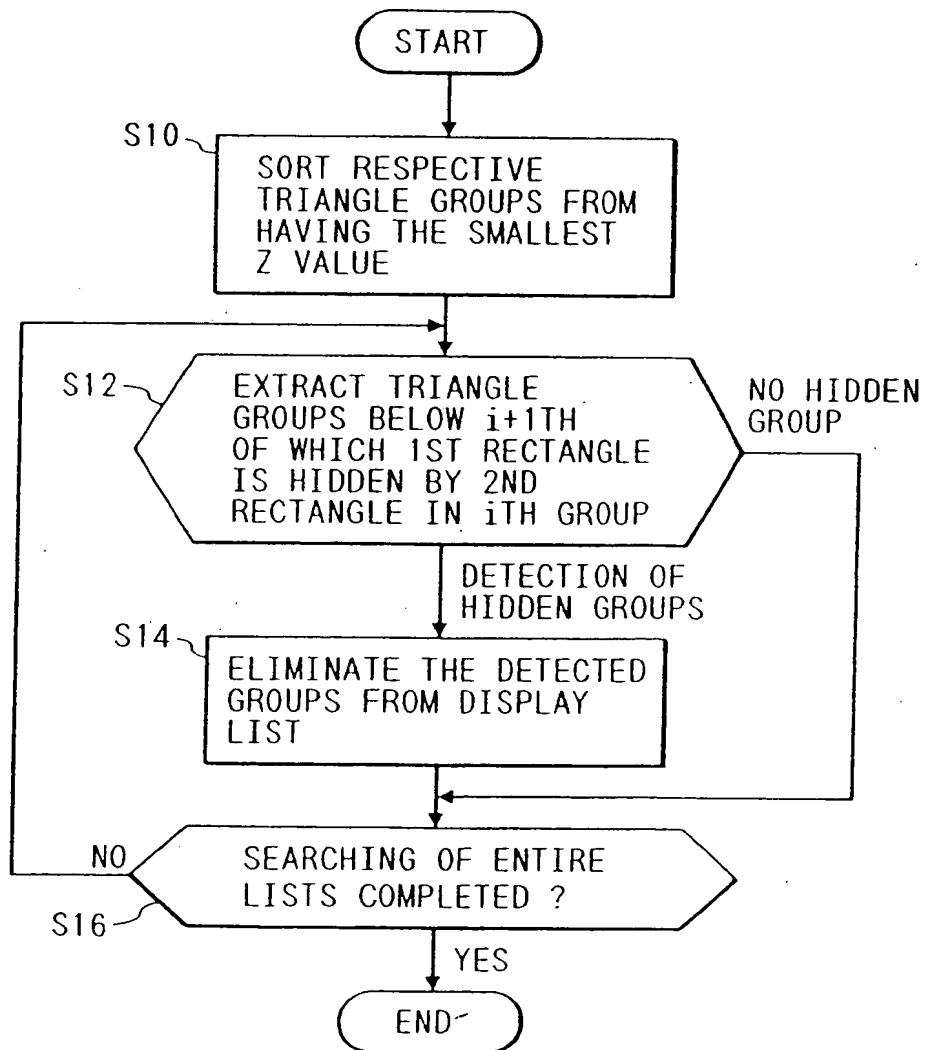


FIG. 35

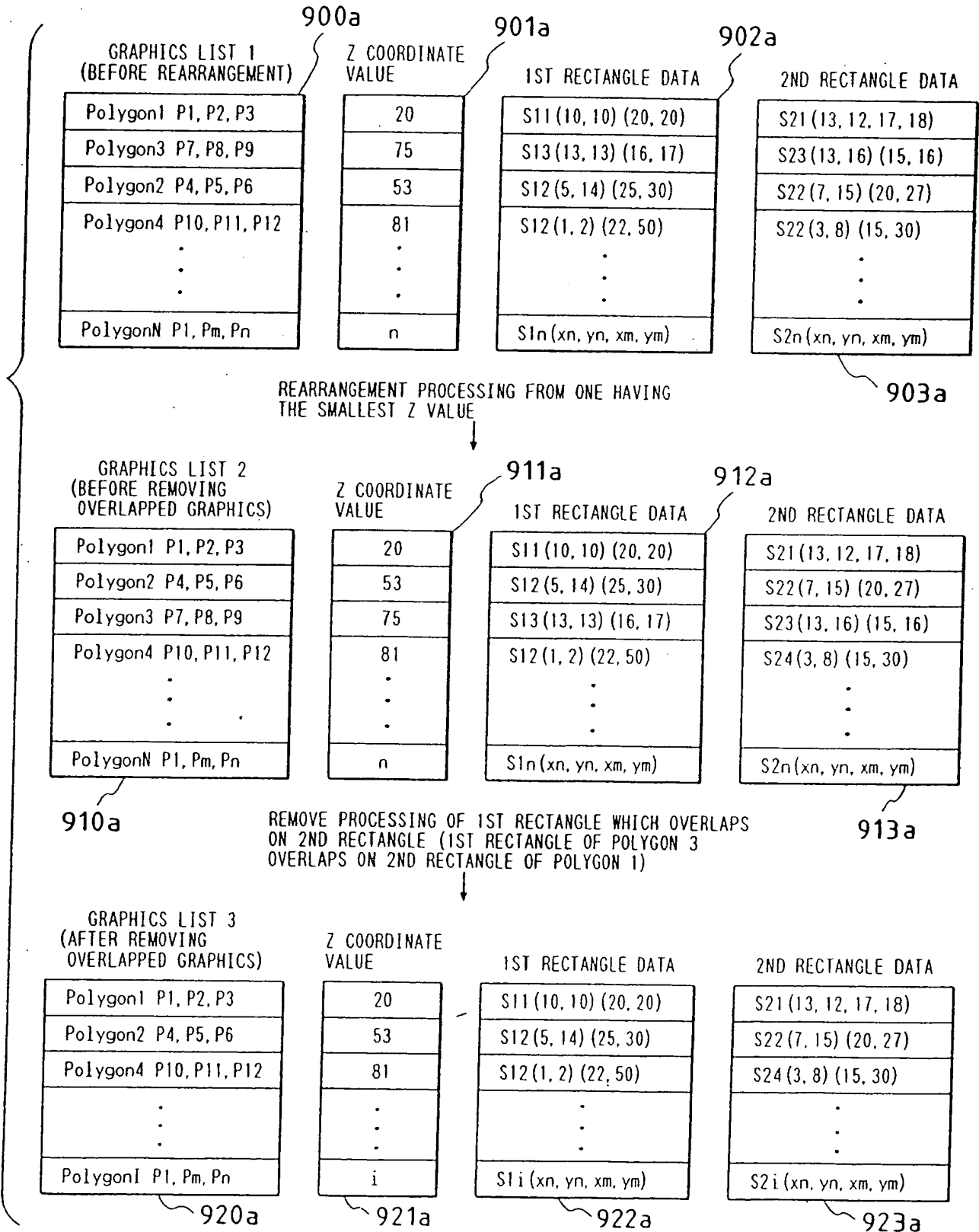


FIG. 36

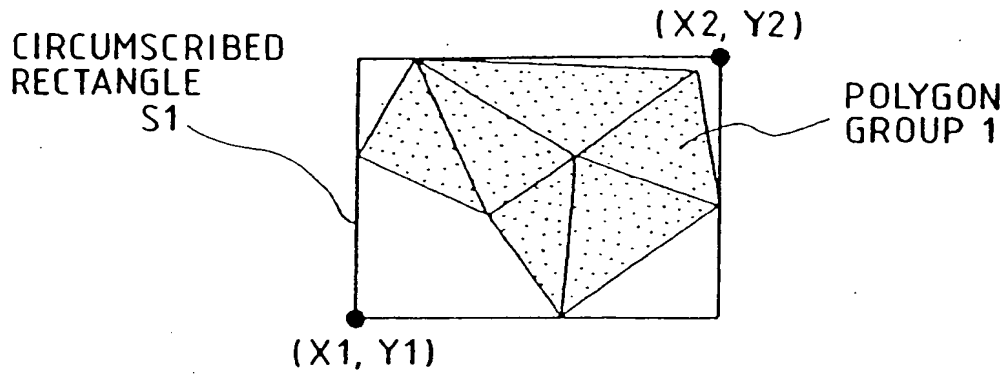


FIG. 37

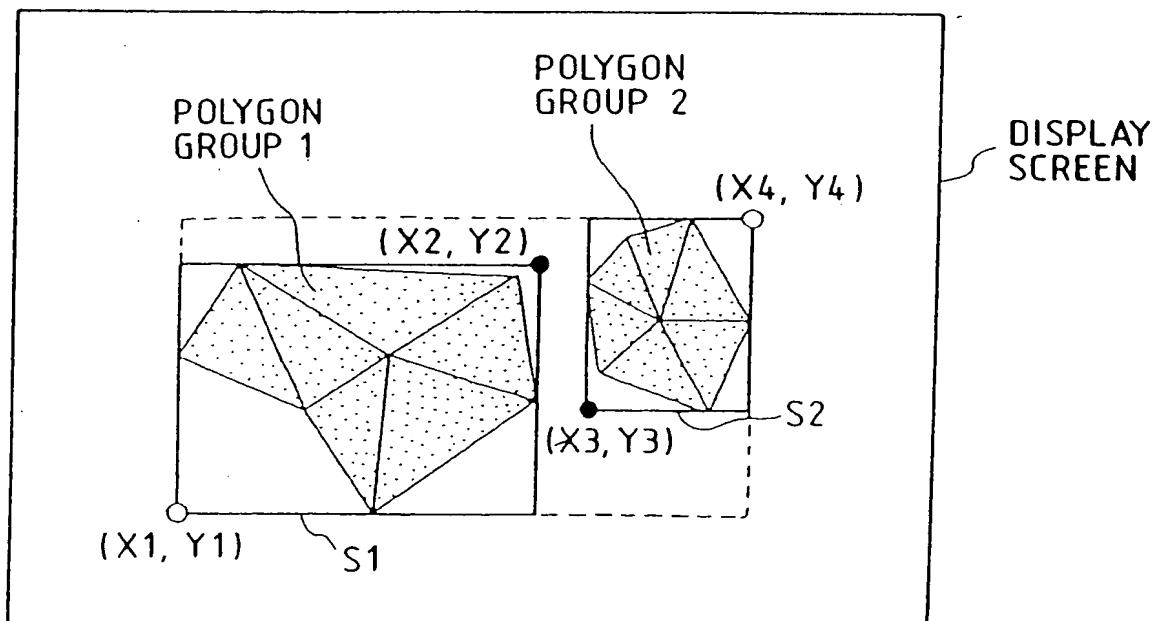


FIG. 38

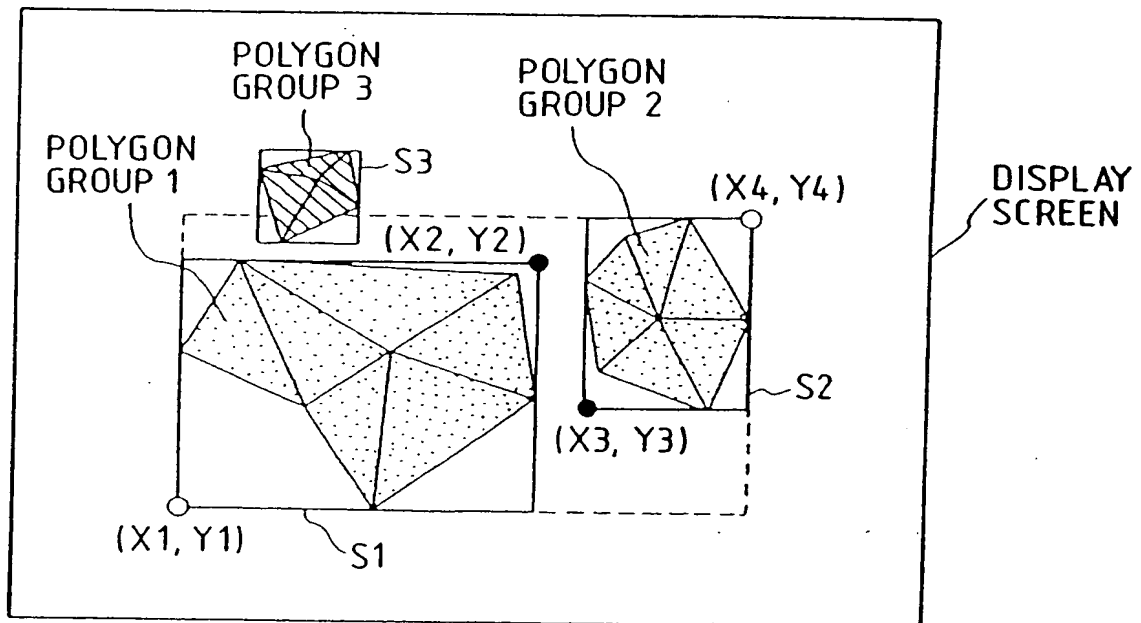




FIG. 39

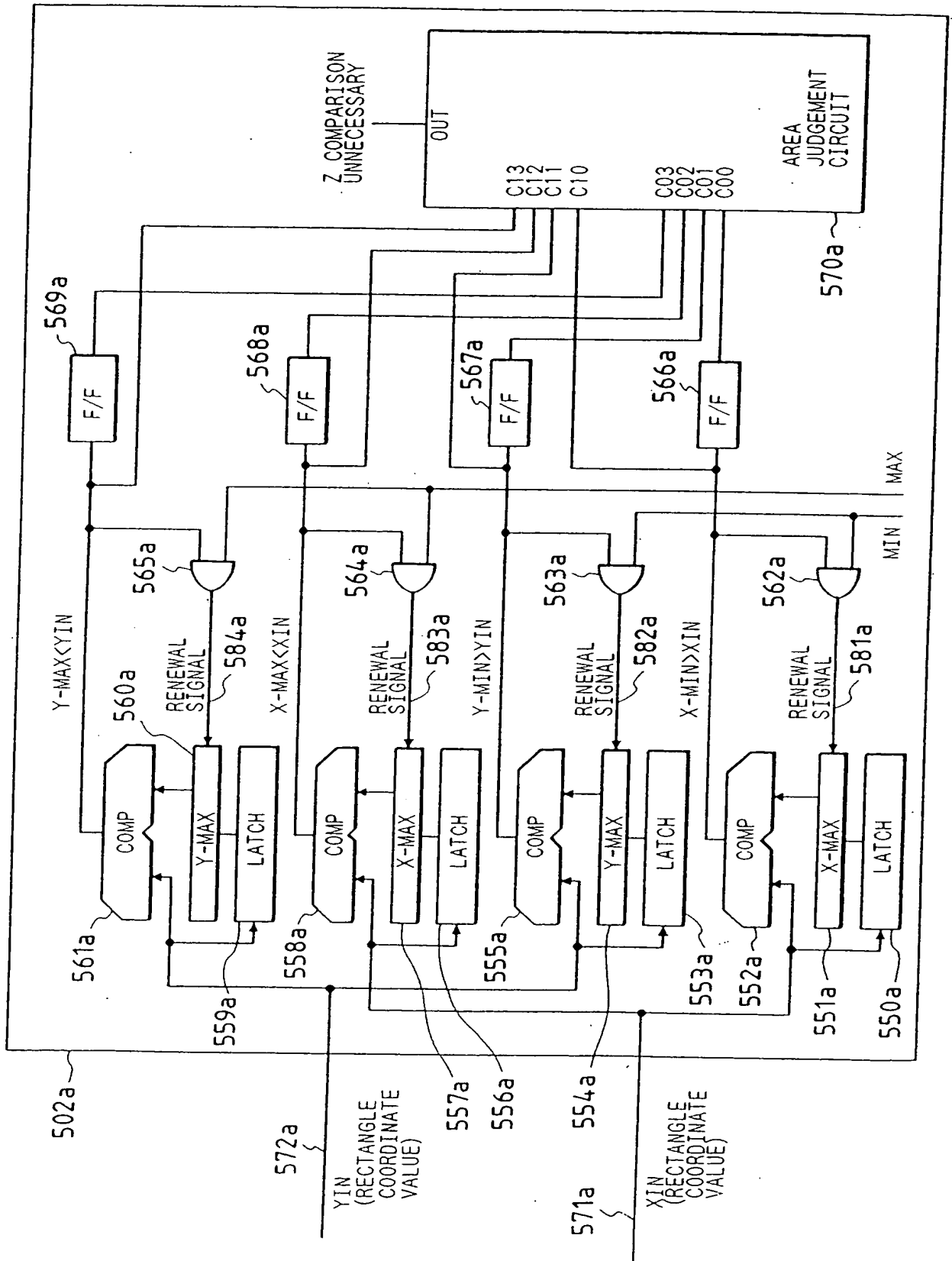


FIG. 40

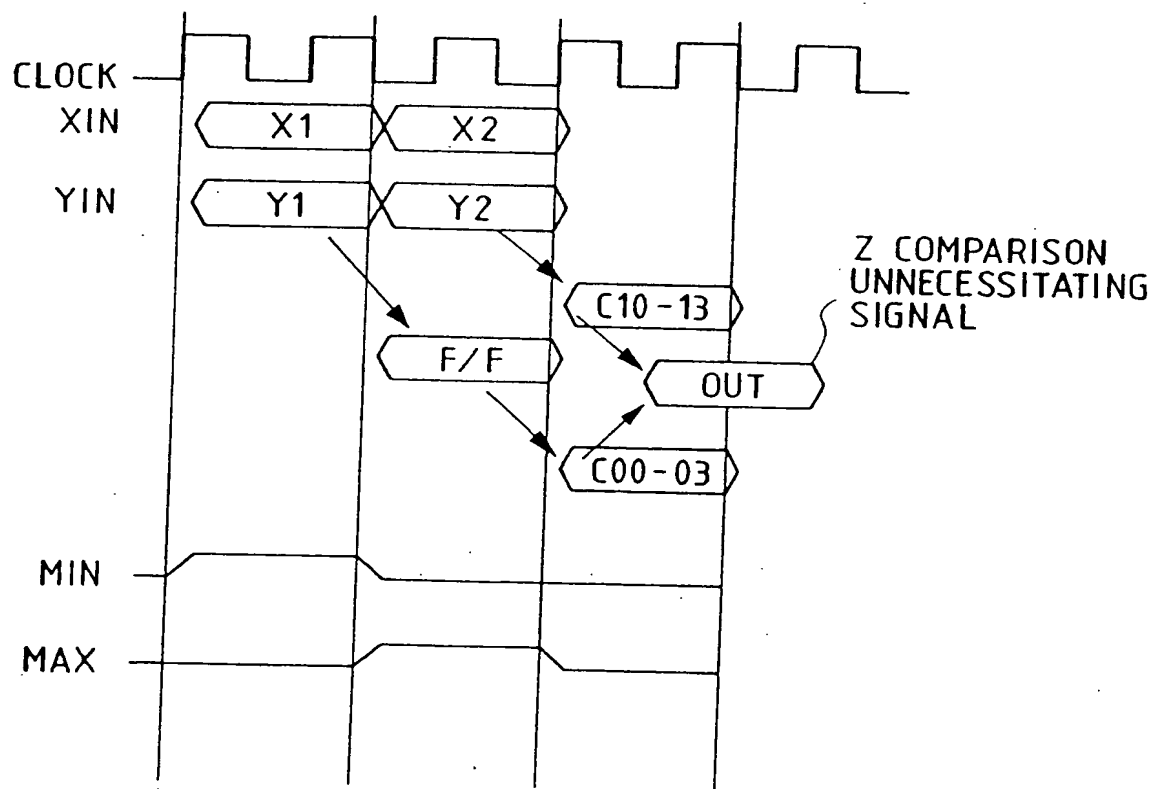


FIG. 41

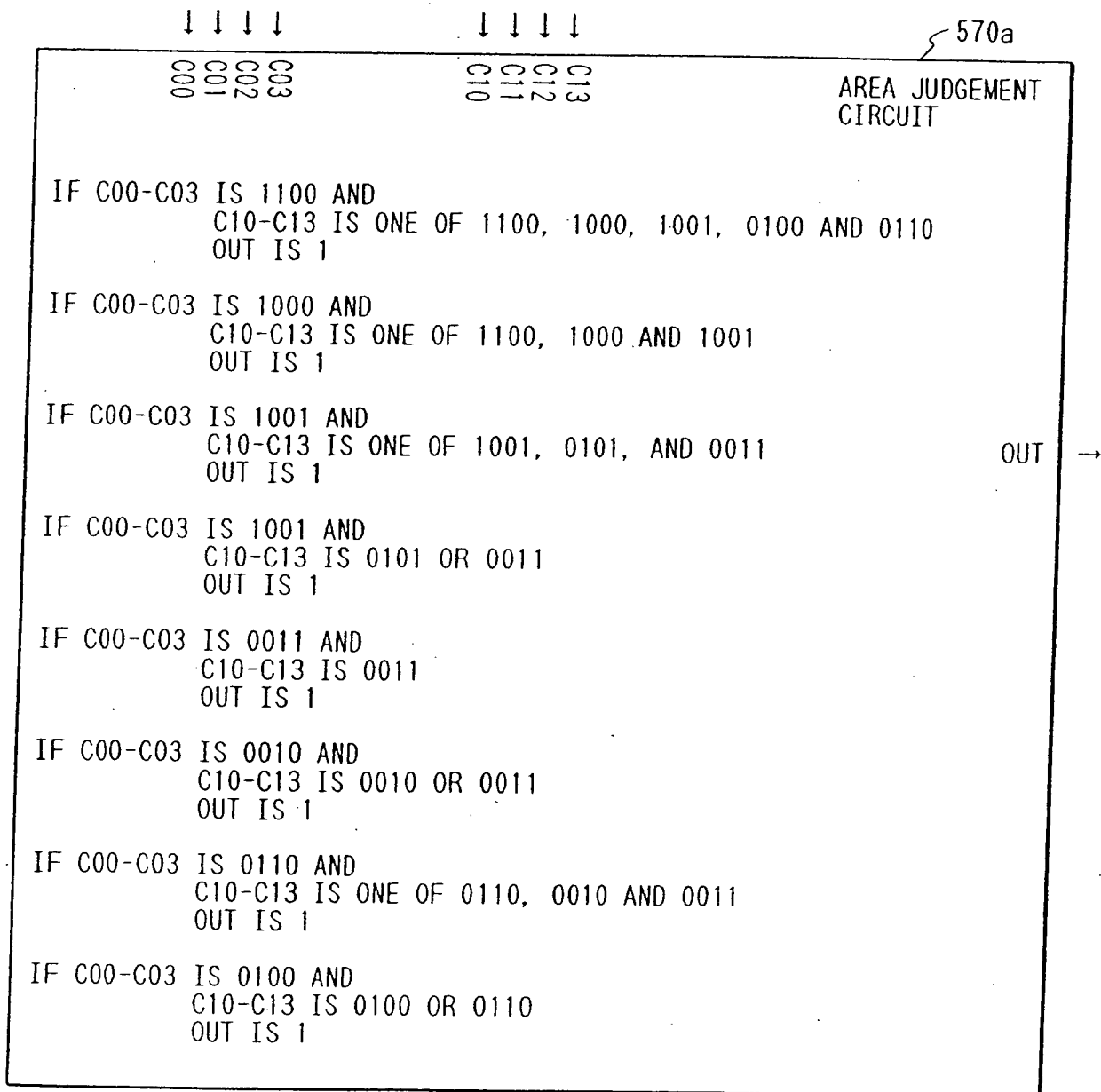


FIG. 42

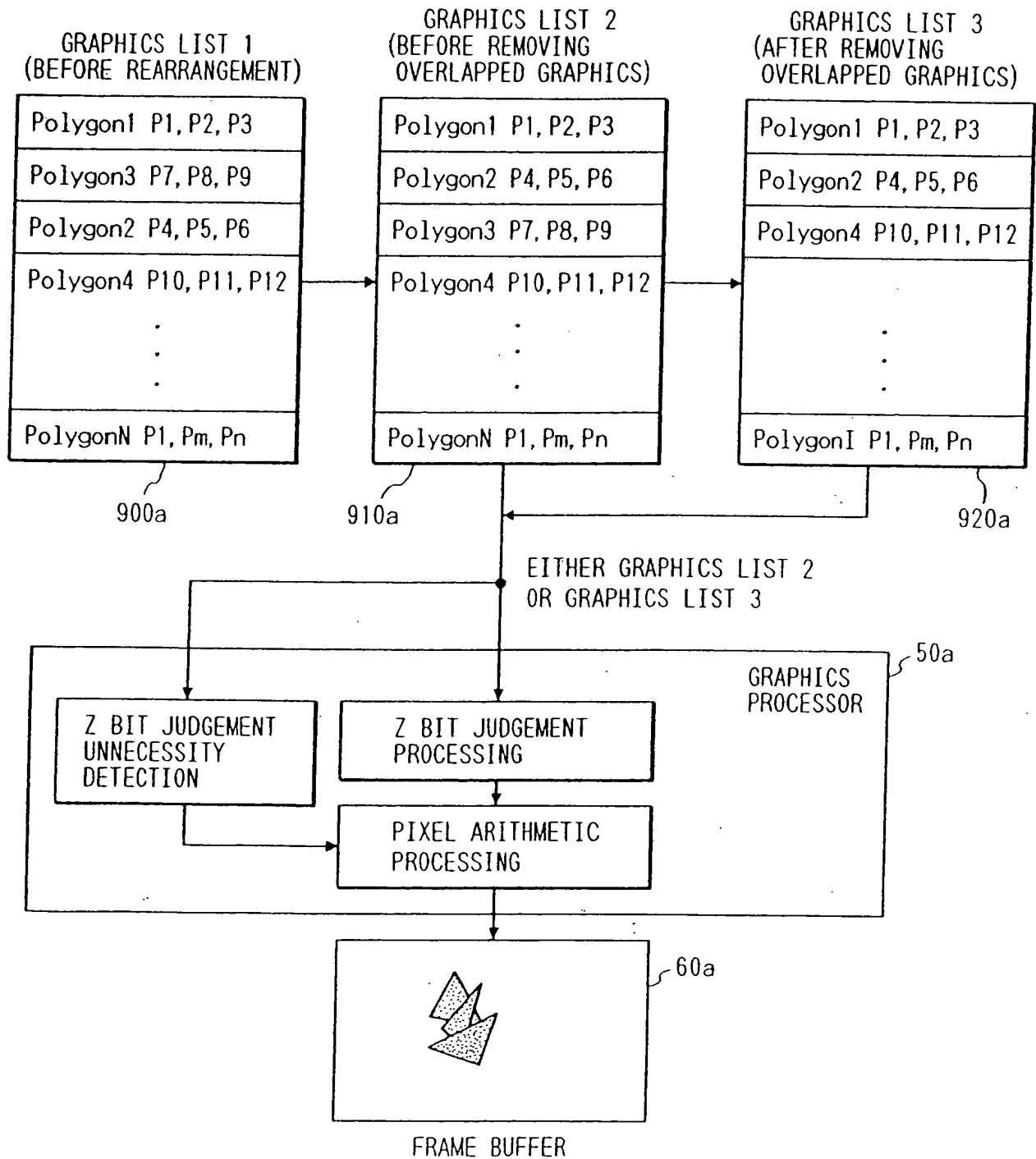


FIG. 43

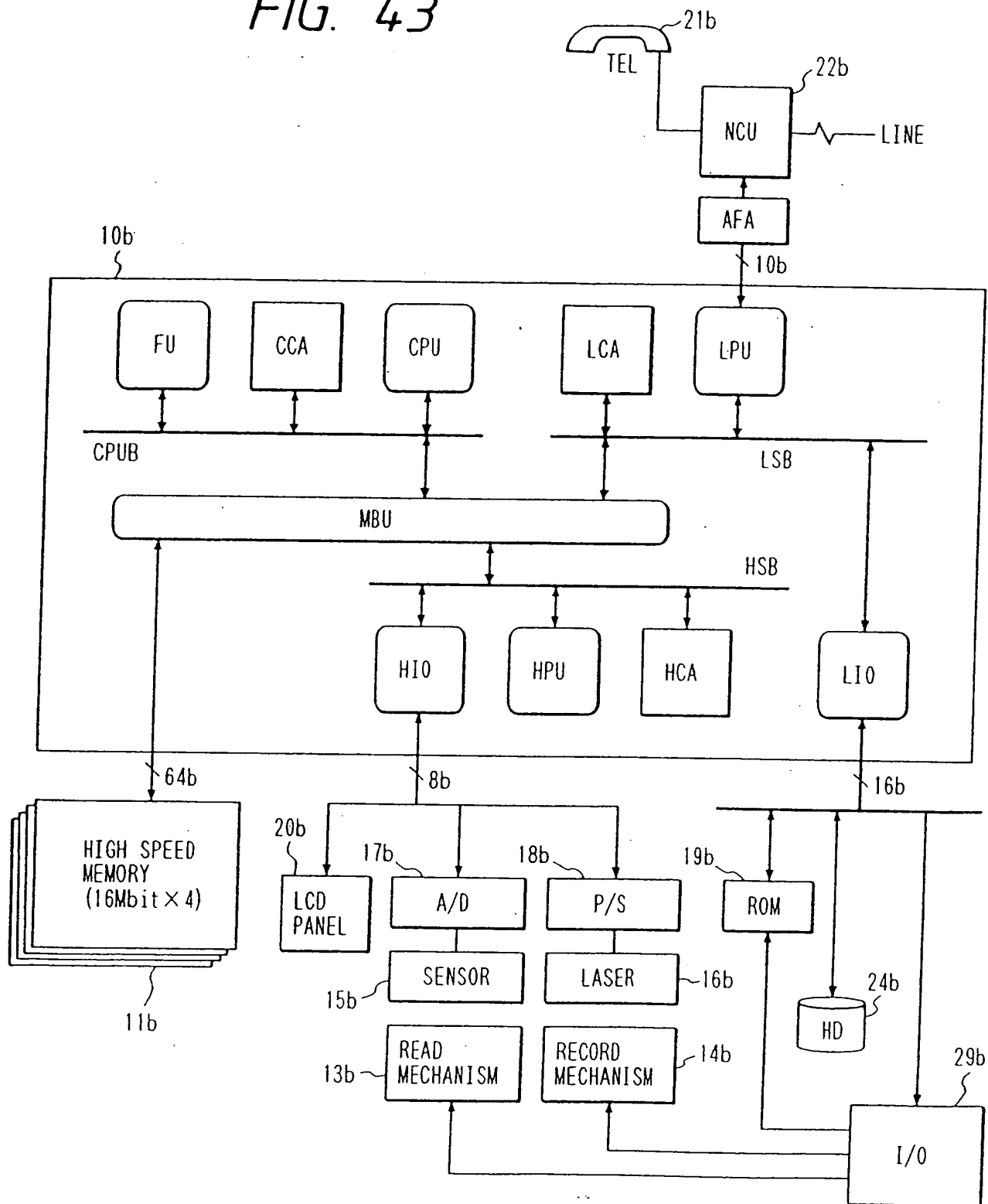


FIG. 44

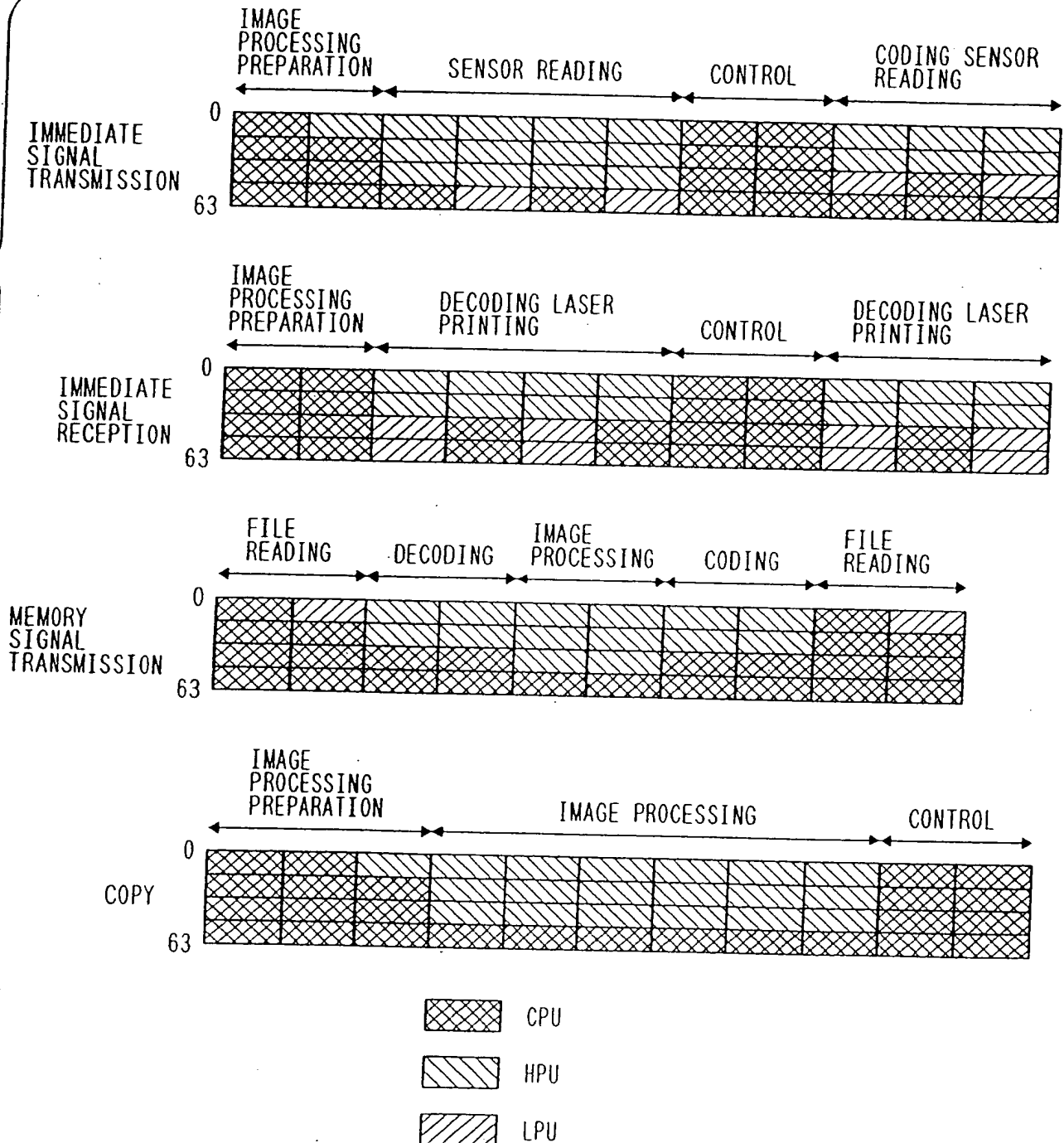


FIG. 45

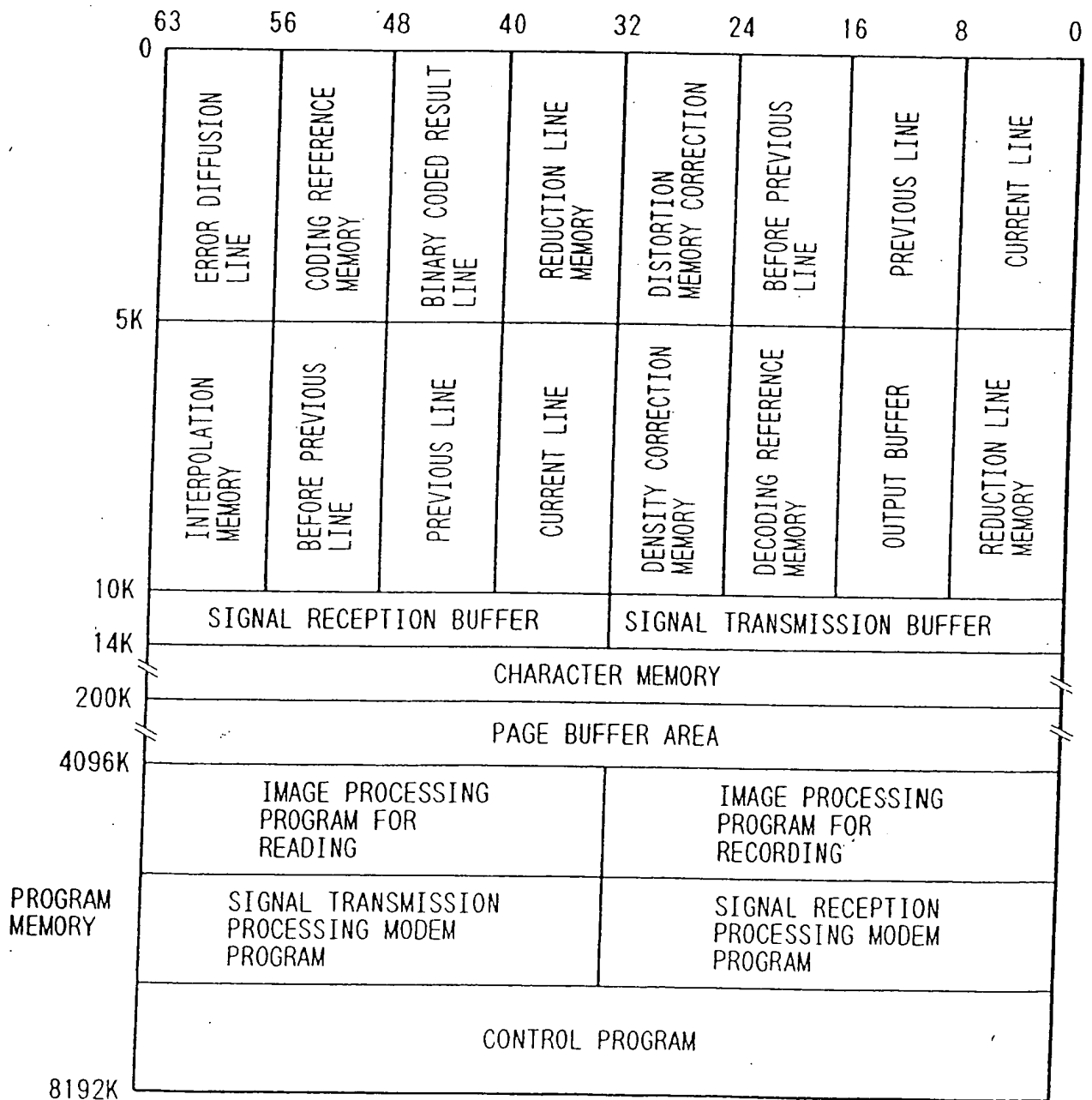


FIG. 46

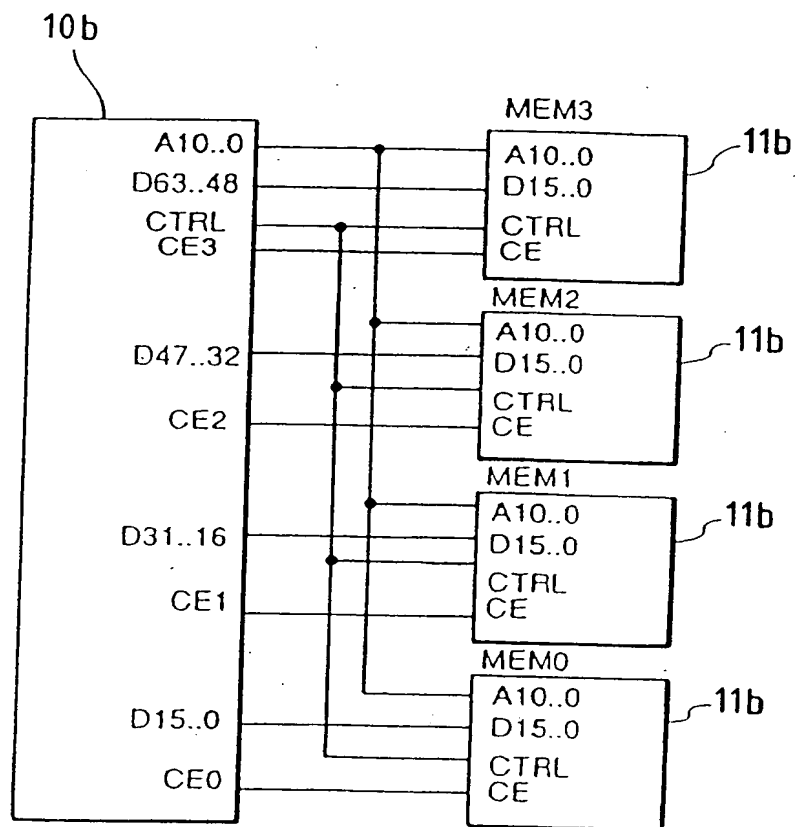
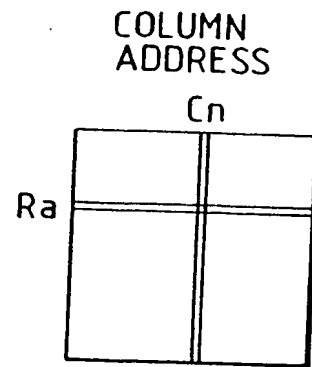


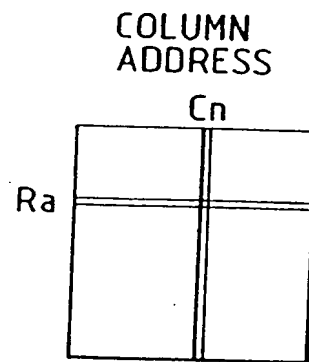


FIG. 47

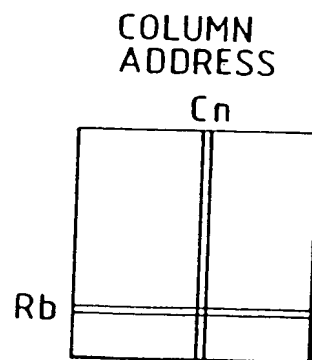
(a) ROW ADDRESS



(b) ROW ADDRESS



(c) ROW ADDRESS



(d) ROW ADDRESS

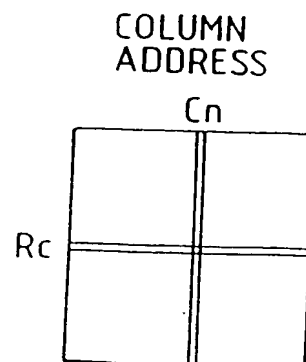


FIG. 48

